



SOLO RULES

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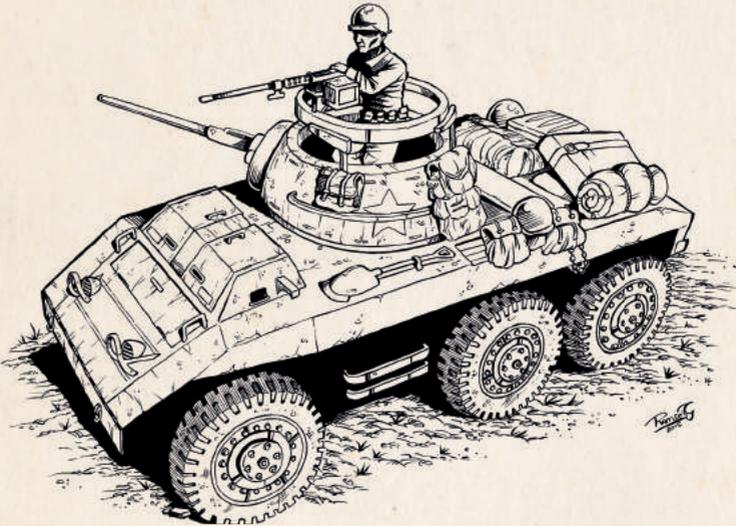
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SOLO RULES

■ CHOOSING YOUR ARMY:

Choose your army and the AI's, or assign them randomly.

■ AI:

Depending on the type of battle or scenario, there are three types of AI's:

- In a **Battle Royal**, you will fight against a dynamic AI that will adapt to each situation.
- In a **Special or Historical Scenario**, you will face an Offensive or Defensive AI, depending on the AI's final goal.

■ DEPLOYMENT OF AI UNITS:

Deploying AI units follows a system called "**Unit Face-off**". The AI will deploy units in certain columns according to the type of player units deployed across the battlefield, in a straight line. In other words, the AI will deploy a Tank in the third column if the player also has a tank on their third column. This AI unit (of the same type) must also be able to cause damage to the opposing unit, *i.e.* a **Penetration value equal or higher to the enemy's defense**.

The first unit to be deployed this way will be the one capable of inflicting the most damage. In case there are no more available units of the same type, or if they cannot penetrate their opposing units' defense, the AI unit will be deployed following the "**Terrain**" rules of deployment, which will be explained later, by rolling a **D10**.

GOALS:

The AI will give priority to the following goals on the battlefield:

- Achieving victory via the ultimate goal, and other obvious goals.
- Destroying enemy units that pose a threat.
- Destroying enemy units that may be able to break the AI's supply line, or some otherwise potentially dangerous units.
- Destroying units that may be destroyed with a single shot, with a 50% or more chance of success.
- Destroying the rest of the units within range that may be damaged, prioritizing the closest one to the attacking unit.

Units will be deployed until all available **Action Points** are spent. Cards that are not useful are not deployed, and are kept for the next turn. Units will be deployed based on the AI stance (see later).



IMPORTANT: IF THERE ARE MORE THAN ONE LOGICAL, DIFFERENT DECISIONS THAT CAN BE TAKEN BY THE AI, ROLL A DIE TO CHOOSE ONE.

IMPORTANT NOTIONS: OFFENSIVE AND DEFENSIVE UNITS:

The AI distinguishes between offensive and defensive units:

- **DEFENSIVE INFANTRY:** Light Infantry and Command Groups. Medics, Mortars and Mechanics.
- **OFFENSIVE INFANTRY:** Heavy Infantry and Special Units. Snipers and Flamethrowers.
- **HMG, GRENADES AND INFANTRY BAZOOKA:** they are considered both offensive and defensive.
- **ARTILLERY:** offensive and defensive.
- **TANKS:** offensive units.
- **TRANSPORTS:** Transports with firing capability are considered both offensive and defensive unit.
- **AIRPLANES:** Fighters, offensive and defensive. Bombers are considered offensive units.
- **ADDITIONAL DEFENSIVE EQUIPMENT:** Face-Down, Smoke Shell.
- **ADDITIONAL OFFENSIVE EQUIPMENT:** MG, HMG, Howitzers and Smoke Screen.

GAME TURN (AI):

AI turns are different from the player's. Phases are played in the following order:

- **START:** the effects of some cards or special abilities end. Also in this Phase, the AI stance is set.
- **HQ:** Add up and earn Action Points. The AI's HQ always obtains 2 AP instead of one. Adjust each turn's AP income to change the difficulty level.
- **CARDS:** Draw and reveal 5 cards. They will be deployed according to the "End Result" of the AI stance. In case some cards do not match the AI stance, the deployment order is: troop cards from highest to lowest deployment cost, followed by support cards from highest to lowest cost. Additional equipment is determined by the AI stance.
- **MOVEMENT:** unit movement is determined by the AI stance.
- **DEPLOYMENT:** deployment of units and cards is determined by the end result of the AI stance.
- **SHOOTING.**
- **FLIP OVER.**
- **DISCARD:** all cards are discarded. Unlike the regular rules, the game does not end when the AI deck runs out of cards. If this happens, shuffle all discarded cards and form a new AI deck. The player will lose the game if their deck runs out, but they may choose to shuffle it back and continue playing instead.
- **END OF TURN.**

BATTLE ROYAL VARIANT:

ARMY SETUP:

After choosing the player deck, it is time to prepare the **AI** deck.

Remove from the AI deck the following cards: Contradictory Orders, Paratroopers, General and C47.
The player may choose to remove other cards in order to adjust the enemy **AI** difficulty.

Split the AI army deck into several decks by card type:

Left to right: Infantry, Artillery, Tanks, Transports, and Support cards (Airplanes are also included in this deck).
Shuffle each of the five decks and place them face down.

In some scenarios, Airplanes are not allowed. Unless otherwise noted, airplanes are a valid choice.

Then, take a number of cards of each type equal to the amount you took for your own deck.
For each Airplane on your deck, take two cards from the last deck (Support cards).

Example: if Then, take a number of cards of each type equal to the amount you took for your own deck. For each Airplane on your deck, take two cards from the last deck (Support cards).
You created your deck with 5 infantry, 3 artillery, 4 tanks, 3 transports, 1 airplane and 12 support cards, the AI deck will have 5-3-4-3-14 cards, taking two additional cards for the Airplane.

Then, roll a D10 and add cards depending on the result:

- 1-2** No more cards.
- 3** Add an **Infantry** card.
- 4** Add an **Artillery** card.
- 5** Add a **Tank** card.
- 6** Add a **Transport** card.
- 7** Add a **Support** card.
- 8** Add an **Infantry and a Transport** card.
- 9-10** Add an **Artillery and a Support** card.

Do not take into account the Points limit when creating the AI deck.

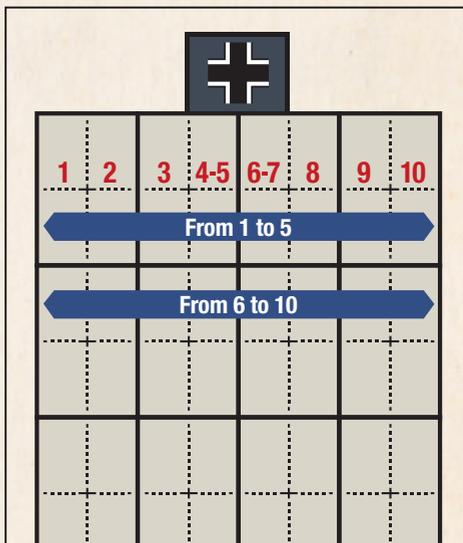
START OF THE GAME:

Shuffle the army deck.

To establish the starting player. Choose how many **Action Points** you are willing to spend on the Starting Bid. Then, roll a **D10** and subtract 5: that will be the AI's bid. Shuffle the **Terrain deck** and draw cards until the bidding amount is achieved.

Remove all Wire and Barrier cards, if any. If the total goes over the amount, take the next card.
Once the game starts, no more **Terrain cards** may be placed on the board.

To place the **Terrain cards**, roll a **D10**. From **1 to 5**, place the Terrain card on the second row; from **6 to 10**, place it on the third row. Roll again to set the column, numerically ordered from **1 to 10**, left to right. Repeat until all **Terrain cards** are placed on the board.



AI STANCE:

At the beginning of each AI's Start phase, roll a die to set its Stance. Apply the following modifiers:

Roll a D10 and modify the result depending on the situation on the battlefield, the location of the enemy units

(player's) and their ability to cause damage (transport vehicles with no firing capability and scout vehicles do not count towards these modifiers):

- **RED ALERT:** Player units on the first line (i.e., the AI's deployment line) posing a great threat to the HQ: **-3 Modifier.**
- **YELLOW ALERT:** Player units on the second line. Potential danger to Command Groups and units on the rear, as well as the HQ: **-2 Modifier.**
- **BROKEN SUPPLY LINE:** Player breaks the AI's supply line. **-1 Modifier.**
- **STANDARD:** Player units on the third or fourth line. **+1 Modifier.**
- **SUPERIORITY:** Player units on the fifth line. **+2 Modifier.**
- **ATTACK:** Player units only on their deployment line. **+3 Modifier.**

END RESULT:

After applying the corresponding modifier to the die roll, use the following effect for the AI:

2 or less, TOTAL DEFENSE: Target all player units causing the greatest damage to the HQ or mission target. All deployed units capable of inflicting damage to the target will move towards them.

MOVEMENT: Deployed units will regroup and move towards the AI's HQ. Units capable of inflicting damage will move towards the most dangerous enemy unit.

DEPLOYMENT: Deploy all Support or Unit cards and try to destroy the enemy that is causing damage. Then, deploy defensive units, artillery or infantry without additional equipment, or with additional equipment capable of destroying the enemy. Deploying the most quantity of units takes priority.

SHOOTING: Shoot the most dangerous player units causing the most damage with all available weapons.

3-4, DEFENSE: Top priority, to protect and strengthen the lines closer to the HQ, as well as taking care of potentially dangerous units in the vicinity.

MOVEMENT: Movement will be towards the rear, regrouping units in the two first lines. Units farthest from the HQ will move towards the second line. Finally, units deployed on the second line will retreat to the first.

DEPLOYMENT: Deploy defensive Infantry units with

defensive additional equipment, as well as Artillery units. Also, deploy Support cards such as mines, and Fighters with defensive purposes.

SHOOTING: Shoot nearby player units.

5-6, REINFORCE: The intention is to deploy the largest amount of units, giving priority to tanks and artillery. Reinforce all lines and advance to the middle of the battlefield.

MOVEMENT: Movement will be aimed towards taking control of the middle segment of the battlefield. To this purpose, do not break the supply line.

DEPLOYMENT: Deploy in the following order Tanks and transports with Infantry or Artillery, with offensive and defensive additional equipment. Deploy the largest amount of units, giving priority to those that may cause the most damage and with higher movement values. Deploy airplanes to attack the most powerful enemy unit or the player HQ.

SHOOTING: Take down all player units in the middle section to gain control of that zone.

7-8, ADVANCE: The goal is to control three quarters of the battlefield, and break the enemy's supply line. Also, destroy all player Command Groups, if any.

MOVEMENT: Advance, leaving no empty gaps in the supply line.

DEPLOYMENT: Deploy fast units, Tanks and Transports with Infantry or towed Artillery, with offensive additional equipment. Deploy Fighters and Bombers to attack the HQ or try to break the supply line (whichever causes more damage).

SHOOTING: Target units to break the supply line, and all player Command Groups and the HQ if within range.

9 or more, FULL ASSAULT: Destroy the mission target and all units that may damage the AI's best units. Aim for the HQ.

MOVEMENT: Advance, breaking the last position of the AI's supply line only if it is required to achieve the target.

DEPLOYMENT: Damage the target with support cards. Deploy fast units, tanks and transports with Infantry and Artillery with offensive additional equipment.

SHOOTING: All units shoot at the HQ.

CARD DEPLOYMENT ORDER (VARIABLE AI):

In case the AI is not able to follow the deployment order specified by its own Stance, either due to a lack of suitable units or rule conflicts, the default order will be:

- **Less than 5 AP:** first, deploy Artillery units from highest to lowest cost (not taking into account the AA), followed by Offensive and Defensive Infantry units, Transports capable of inflicting damage and finally, Support cards to enhance shooting, mess with the enemy units, etc.
- **5 AP or more:** first, deploy Tanks from highest to lowest cost, followed by Transports with or without Artillery, highest to lowest Artillery units, Transports with Infantry, Offensive and Defensive Infantry units, Airplanes and the rest of Support cards.

MOVEMENT AND SHOOTING ORDER:

Movement and Shooting is determined by the AI stance, in order. Movement and attacks from units with the highest chance of causing damage will take priority if the AI is in offensive mode. In case the AI is defensive, the most damaged units, closer to the enemy will take priority for movement and shooting. Additional equipment will always be used against the units that would most likely take the highest damage.

DEFENSIVE OR OFFENSIVE AI (SCENARIOS):

ARMY SETUP:

For the rest of the Scenarios - Special and Historical -, the AI will be offensive or defensive depending on its final goal. In other words, if the AI's goal is to endure the attack or prevent the player from destroying a certain space, its Stance will be defensive. On the other hand, if the goal requires destroying a certain number of units or taking control of the battlefield, the AI will be much more offensive.

After choosing the player deck, it is time to prepare the AI deck.

Remove all deck cards indicated in the scenario rules, as well as: Contradictory Orders, Paratroopers, General and C47. Remove all cards that would be unnecessary for the scenario as well. **For instance**, if the Scenario forbids the use of Tanks, also remove all Battering Ram support cards.

For Terrain, place half the required Terrain cards at the beginning of the game (rounding up). That is, if the scenario allows 4 terrain cards to be placed, place two instead. Place the leftover card too when needed. Find the solo rules for each scenario at the end, presented in the following way:

Solo games:

Defender, 8-4-4-4-20, Defensive AI.

Attacker, 8-5-5-4-20, Offensive AI.

Solo games:

Germans, 11-7-0-3-12, Defensive AI.

Americans, 14-0-5-4-26, Offensive AI.

First, the **AI** army or type of combatant, followed by the number of cards to be taken from each deck (same deck distribution as in a Battle Royal), and finally, the **AI Stance**.

Do not take into account the Points limit when creating the **AI deck**.

START OF THE GAME:

Shuffle the AI army deck.

The **Scenario** will establish which side will play first, as well as the tile location and placement of the rest of **Terrain cards**. If the **AI** has to place **Terrain cards**, roll a **D10**.

This process is similar to how **Terrain** is placed in a **Battle Royal** but restricted to the deployment area of the scenario.

The **AI** will place half the **Terrain cards** at its disposal, at half the cost in **Action points**.

For instance, if the AI has 4 additional Wall cards available, it will randomly deploy two with a total cost of 2 AP.

In case the AI is required to deploy units before starting the game, deploy them using the following rules:

Draw the number of cards indicated in the scenario rules. Among all units, deploy them in descending order from highest to lowest **AP** cost.

First, deploy a unit on top of the target(s) that needs defending, followed by the **Terrain** with the largest amount of HP, and finally, in a random space (use a D10 for this).

Deploy as many units as starting **AP** in the AI's HQ.

Place units so that they form a supply line.

For instance, draw 5 cards at the beginning of the game to deploy some units. From those cards, 3 of them are units, a Pak40 Artillery, a Heavy Infantry and a Command Group. Deploy the Pak40 in the third line inside the house, then the Heavy Infantry in a trench on the second line, and then, the Command Group in the AI's deployment line, thus forming a supply line.

Finally, spend the rest of the **AP** on additional equipment for the deployed units.

Do it in a reversed order, from units with the lowest to the highest **AP** cost. If several kinds of equipment of the same type can be deployed (e.g., Mortar, HMG or Infantry Bazooka), roll a **D10** to decide.

AI STANCE:

In Special and Historical Scenarios, the **AI stance** will either be offensive or defensive.

At the beginning of each **AI's Start phase**, roll a die to set the degree of offensiveness or defensiveness that the **AI** will display during the game. **Then, apply the following modifiers:**

Roll a D10 and modify the result depending on the situation on the battlefield that turn:

For each Line with one or more units, add **1** to the die roll.

For each Line in which only enemy units are present, subtract **1** from the die roll.

END RESULT:

● OFFENSIVE AI:

2 or less, REINFORCE LINES: the goal is to secure the first two lines of the battlefield with one or more units.

All previously deployed units will try to secure some Terrain and hold position.

MOVEMENT: Movement-wise, the goal is to secure the first two lines of the battlefield. Movement towards Terrain cover takes priority.

DEPLOYMENT: Use primarily defensive unit cards. Deploy first artillery and infantry with defensive additional equipment, followed by tanks with both defensive and offensive additional equipment.

SHOOTING: Shoot all units within range, if any.

3-4, SEIZE AND HOLD: the idea is to advance along the battlefield and take over the central area.

MOVEMENT: Advance across the board while maintaining the supply line. Give priority to shielded units and transports capable of inflicting damage.

DEPLOYMENT: Deploy Infantry and Artillery units with offensive additional equipment. Next, deploy Tanks with offensive additional equipment. Use offensive Support cards, as well as Fighters with defensive purposes.

SHOOTING: Shoot nearby player units that may pose a threat to the AI's advancing units.

5-6, ADVANCE: the goal is to conquer the largest possible portion of terrain, towards the mission target.

MOVEMENT: Move towards the mission target, and aim to conquer three quarters of the battlefield. Do not break the supply line.

DEPLOYMENT: Deploy in the following order - Tanks and Transports with Infantry or Artillery, with offensive and defensive additional equipment. Deploy the largest amount of units, giving priority to those that may cause the most damage and with higher movement values. Deploy and use airplanes to attack the target or the most powerful enemy.

SHOOTING: Take down all player units defending the mission target.

7-8, ATTACK: the AI will focus all attacks against the mission target, and try to break the enemy's supply line while maintaining its own.

MOVEMENT: Advance, leaving no empty gaps in the supply line.

DEPLOYMENT: Fast units, Tanks and Transports with Infantry or towed Artillery, with offensive additional equipment. Deploy Fighters and Bombers to attack the target, if it needs destroying, or the enemy units defending it.

SHOOTING: Shoot to destroy the mission target or the units defending it.

9 or more, FULL ASSAULT: Hay que conseguir el objetivo a toda costa.

MOVEMENT: Advance, breaking the last position of the AI's supply line only if it is required to achieve the target.

DEPLOYMENT: Damage the target with all kinds of support cards. Deploy fast units, tanks and transports with Infantry and Artillery with offensive additional equipment to get quickly to the target.

SHOOTING: Fire will be focused only on the target, if it needs destroying.

CARD DEPLOYMENT ORDER (OFFENSIVE AI):

By default, the deployment order is:

- **Less than 5 AP:** deploy first Artillery units from highest to lowest cost (not taking into account the AA), followed by Transports with Offensive Infantry, Offensive Infantry, Transports capable of inflicting damage, and finally support cards to enhance shooting, mess with the enemy units, etc.
- **5 AP or more:** deploy first Tanks from highest to lowest cost with offensive additional equipment, followed by Transports with Artillery, Artillery from highest to lowest cost, Transports with Infantry, Offensive Infantry, Airplanes and the rest of Support cards.

MOVEMENT AND SHOOTING ORDER:

Movement and Shooting is determined by the offensiveness of the **AI stance** in that particular moment, in order.

Movement and attacks from units with the highest chance of causing damage will take priority. Additional equipment will always be used (if possible) against the units that would most likely take the highest damage.

● **DEFENSIVE AI:**

2 or less, TOTAL DEFENSE: target all player units causing the highest damage to the mission target.

All previously deployed units capable of inflicting damage to the target will move towards it to seize and defend it.

MOVEMENT: Deployed units will regroup and move towards the mission target.

DEPLOYMENT: Deploy defensive Artillery or Infantry units without additional equipment or with defensive additional equipment. Deploying the largest amount of units takes priority.

SHOOTING: Shoot nearby player units, starting with the most dangerous.

3-4, REINFORCE LINES: top priority, to defend the mission target and reinforce the adjacent lines, as well as destroying nearby, potentially dangerous player units.

MOVEMENT: Move towards the mission target and regroup one or more units near it, while maintaining the supply line.

DEPLOYMENT: Deploy defensive Infantry units with defensive additional equipment, as well as Artillery units and Tanks. Also, deploy Support cards such as mines, and Fighters with defensive purposes.

SHOOTING: Shoot nearby player units and hold Terrain positions near the target.

5-6, HOLD POSITION: the goal is to secure the target zone with heavier units, giving priority to tanks and artillery. Reinforce lines.

MOVEMENT: Movement-wise, the idea is to secure the mission target as well as the lines immediately after and before it. Do not break the supply line.

DEPLOYMENT: Deploy in the following order - Tanks and transports with Infantry or Artillery, with offensive and defensive additional equipment. Deploy the largest amount of units, giving priority to those that may cause the most damage and with higher movement values. Deploy Airplanes to attack the most powerful enemy unit.

SHOOTING: Take down all player units in the middle section to gain control of that zone.

7-8, SEIZE AND HOLD: the goal is to make units advance past the mission target line and drive back the enemy as far as possible.

MOVEMENT: Advance, leaving no empty gaps in the supply line, to drive back the enemy.

DEPLOYMENT: Deploy fast units, Tanks and Transports with Infantry or towed Artillery, with offensive additional equipment.

SHOOTING: Shoot nearby player units.

9 or more, OVERCOME DEFENSE: The goal is to destroy the most dangerous units, followed by those forming the player's supply line. Also, try to destroy all player Command Groups.

MOVEMENT: Advance only if a unit may easily destroy an enemy unit or Command Group, and break the player's supply line.

DEPLOYMENT: Deploy fast units, tanks and transports with infantry and artillery with offensive additional equipment. Deploy Fighters and Bombers to attack the enemy or break the supply line (whichever causes more damage).

SHOOTING: Target units to break the supply line and enemy Command Groups.

CARD DEPLOYMENT ORDER (DEFENSIVE AI):

By default, the deployment order is:

- **Less than 5 AP:** deploy first Artillery units from highest to lowest cost (not taking into account the AA), followed by Transports with defensive Infantry, defensive Infantry, Transports capable of inflicting damage, and finally support cards to enhance shooting, mess with the enemy units, etc.
- **5 AP or more:** deploy first Tanks from highest to lowest cost with defensive additional equipment, followed by Transports with Artillery, Artillery from highest to lowest cost, Transports with Infantry, Defensive Infantry, Airplanes and the rest of Support cards

MOVEMENT AND SHOOTING ORDER:

Movement and Shooting is determined by the defensiveness of the **AI stance** in that particular moment, in order. Movement and attacks from units closer to the game target and the player's units will take priority, as well as the most damaged. Additional equipment will always be used (if possible) against the units that would most likely take the most damage.

FIRST GAME TURNS:

In the first three turns of the game, regardless of the die roll and **End Result**, all deployed enemy units and **Command Groups** will be placed behind deployed **Terrain** to find cover as soon as possible.

EFFECTS OF SOME CARDS:

Depending on the **AI stance**, cards are used at different times. **For instance**, if priority is given to unit deployment, then all support cards will be used afterwards. On the other hand, when set to Total Defense, the **AI** will use all support cards that may cause immediate damage to the enemy right away in order to eliminate the threat, such as mines.

Promotion: after each Shooting phase, promote the most powerful unit that destroyed an enemy as long as it is not severely damaged.

Enigma and Espionage: use it when the enemy player has more than 5 cards in their hand, and the cards obtained by the **AI** are not useful at that time. For Espionage, discard the most expensive card.

Hit: use it on an **AI** unit to automatically destroy the most dangerous target.

Fire: use it on a **Terrain** occupied by the enemy that would take the greatest damage.

Mines: use it against the most dangerous, most expensive target.

Replacements: use it only when no unit card was drawn during the Cards phase. Take the most powerful card that could be deployed in the same turn.

Luck: use it when the **AI** fails at hitting a particularly dangerous target.

B-17: use it to break the player's supply line and cause the greatest damage to the deployed units at the same time.

WOUNDED AI UNITS ON THE BATTLEFIELD:

Units with **Wound markers** on the battlefield will act differently.

During the movement phase, roll a die for each wounded unit:

- **1-5:** Retreat to the HQ or towards allied units that may heal or repair it. Do not perform this movement if the unit is defending a key target and/or if retreating would leave the unit in a worse situation (i.e., losing cover or entering enemy range). Likewise, units with the ability to heal or repair will primarily move towards nearby wounded units.
- **6-10:** Hold position one more turn.



GAME MODIFIERS SUMMARY



FORESTS: Hard Terrain.
DIFFICULTY TO BE HIT: $\oplus 1$
 No effect, if destroyed.



LAKE: Insurmountable.



WOUNDS:
 For each wound $\oplus 1$ to be hit. Up to $\oplus 3$ to be hit.



BUSHES:
DIFFICULTY TO BE HIT: $\oplus 1$
 No effect, if destroyed.



RUINS: Hard Terrain.



COVERED MOVEMENT:
 Infantry only. Movement phase, Advance set by slower unit.

DIFFICULTY TO BE HIT: $\oplus 1$



UNDER SUPPRESSIVE FIRE:
 A unit under fire from two or more units.

PLACE $\oplus 1$ to hit



MOUNTAINS:
 Hard Terrain.



SEA: Insurmountable.



NIGHT COMBAT:
 Facedown cards until they shoot or move within 2 spaces from the enemy. $\oplus 1$ to hit.



ARCTIC WARFARE:
 Movement \rightarrow (minimum of 1) except units with Mobility.

- A unit that has just been deployed cannot move unless otherwise noted in its card text.
- The same unit cannot be affected twice by the same card.
- Infantry units may only be equipped with ONE additional offensive and/or defensive equipment.
- Infantry units may perform an Assault on the Movement phase, but will receive an additional shot from that enemy during the Shooting phase.
- Additional Equipment tokens that show an arrow have to be flipped over when used, and may NOT be flipped back on the same turn.
- Cards are used in the Deployment phase under otherwise stated in the card text.
- On a die roll, a result of 10 is considered to be a Critical hit and always gets the target unit destroyed, except the HQ. Terrain is also immune to Critical Hits, but not the units inside it.

IMPORTANT CONCEPTS

SOLO GAME:

GAME TURN SUMMARY (AI):

- † **START:** set the AI stance.
- **HQ:** Add 2 AP to the HQ.
- ♣ **CARDS:** Draw 5 cards.
- ➔ **MOVEMENT:** Depends on the AI.
- ♣ **DEPLOYMENT:** Depends on the AI.
- ⚡ **SHOOTING:** Depends on the AI.
- ↔ **FLIP OVER**
- * **DISCARD:** Discard all cards.
- ↓ **END OF TURN**

IN A SCENARIO:

Setup: determined per the scenario rules.

Solo games:

Defender: 8-4-4-4-20, Defensive AI.
Attacker: 8-5-5-4-20, Offensive AI.

Solo games:

Germans: 11-7-0-3-12, Defensive AI.
Americans: 14-0-5-4-26, Offensive AI.

AI STANCE:

Each turn, roll a D10, depending on the battle situation. Each line with allied units. +1 Modifier to the D10 result. Each line with only enemy/player units. -1 Modifier to the D10 result.

End Result: Offensive AI:

2 Reinforce Lines
 3 or 4 Seize and Hold
 5 or 6 Advance
 7 or 8 Attack
 9+ Full Assault

End Result: Defensive AI:

2 Total Defense
 3 or 4 Reinforce Lines
 5 or 6 Hold Position
 7 or 8 Seize and Hold
 9+ Overcome Defense

End Result (Battle Royal):

2 Total Defense
 3 or 4 Defense
 5 or 6 Reinforce
 7 or 8 Advance
 9+ Full Assault

IN A BATTLE ROYAL:

Five decks by type: Infantry, Artillery, Tanks, Transports and Support/Airplanes.

Take a number of cards of each type equal to the amount you took for your own deck.

Then, roll a D10 and add:

- 1-2 No more cards.
- 3 Add an Infantry card.
- 4 Add an Artillery card.
- 5 Add a Tank card.
- 6 Add a Transport card.
- 7 Add a Support card.
- 8 Add an Infantry and a Transport card.
- 9-10 Add an Artillery and a Support card.

AI Stance: Roll a D10 to set the AI stance.

- **RED ALERT:** Player units on the first line. -3 Modifier.
- **YELLOW ALERT:** Player units on the second line. -2 Modifier.
- **BROKEN SUPPLY LINE:** Player breaks AI's supply line. -1 Modifier.
- **STANDARD:** Player units on the 3rd or 4th line. +1 Modifier.
- **SUPERIORITY:** Player units on the 5th line. +2 Modifier.
- **ATTACK:** Player units only on their deployment line. +3 Modifier